



## Fayetteville Parks and Recreation Official Adult Kickball Rulebook



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## **The Playing Field**

Each playing field must meet or exceed an umpire or league staff's judgment of a field which is safe enough for players to play in and reasonably avoid injury.

### **Distances**

Although the distance from home plate to the homerun fences may vary according to each field, the official distance from base to base is 55'.

### **Infield Arc**

As illustrated below, each field will have an arc running from the 3<sup>rd</sup> base line to the 1<sup>st</sup> base line, at a distance of 43'. This arc indicates that all defensive players must be behind this until the ball is put into play by an offensive player. If a defensive player crosses the line before the ball is put into play by an offensive player, the offensive player will be awarded first base and all other offensive players already on base will advance one base.



Infield arc as viewed from 3<sup>rd</sup> base looking at 1<sup>st</sup> base

\* Outfielders must remain on outfield grass until ball is put in to play.

## **Equipment**

### **The Ball**

The official ball of FPR's Adult Kickball League will be a 10" rubber kickball.

### **Footwear**

All players are required to wear closed-toe shoes in order to play. Players are allowed to wear cleats during game play, however metal cleats or metal-tipped cleats are NOT allowed in our league.

### **Uniforms**

Teams are not required to wear matching uniforms, however at the end-of-season celebration; the 'Pageantry' award will be given to the team voted as having the best uniform/costume during season play.

No gloves are allowed that, in the judgment of the official, give an advantage in any way.

## **Participants**

### **Official Roster**

Players may ONLY be on the roster of one (1) Game-On league team and one (1) Chill-Out league team. For the post-season tournament, a player is allowed to play on both teams. HOWEVER, if the two leagues are combined for one single post-season tournament, then players will be allowed to play for only one (1) team.

The league director reserves the right to place players and/or teams in a specific league based on player roster and/or previous participation records, or talent and competition level of specific teams or players.

To add a player to your team's roster, you can fill out a roster addition form available from your umpire at the field the day of the game or by calling the kickball league director at FPR offices (444.3474).

### **Player Eligibility**

All participants must be 16 years of age or older by the first game of the season.

Only players listed on the official team roster are allowed to play. Team rosters become official and final after the second week of the regular season.

## Game play

### Time

Each game will be 6 innings or 45 minutes, whichever comes first.

The umpire assigned to each field will be the official time keeper and will announce the time remaining at the top of each inning. If time expires with the game yet to be decided, we will go to one pitch per kicker. A ball is a walk, a strike or foul is an out. One pitch per kicker will last 2 innings or less, regardless of which half-inning it began. After which, each team will select one kicker for a KICK-OFF. The kicking team will select the pitcher (from their own team) and have ONE PITCH to kick the ball as far as they can. The kick must be a fair ball, according to regular rules. The umpire will be in the field and will mark the distance each kick travels in the air with the two cones to determine the winner.

At the beginning of each game, the umpire will call team captains from each team to home plate for a coin flip. The winner of the coin flip will decide if they want to be home team (last at bat) or visiting team (first at bat). Time will begin at the coin flip.

### Lineup

A maximum of 10 defensive players are allowed to play in the field. Only 6 players are allowed to play in the infield (pitcher, catcher, 1<sup>st</sup> base, 2<sup>nd</sup> base, short stop, 3<sup>rd</sup> base). A minimum of 7 players (more girls than guys) is necessary to begin any regulation game.

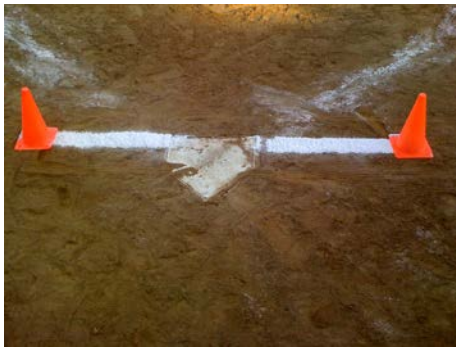
At NO point, can there be more men than women defensive players on the playing field. Kicking order must go guy, girl, guy, girl, etc. (or vice versa).

If a man is walked he immediately goes to second base with the woman behind him having the option to kick or go to first base.

### Strike Zone

As shown in the picture below, the strike zone will be a marked area which begins at home plate and extends 24" to either side of home plate marked with chalk and a cone 1' high. In order for a pitch traveling through this zone to be considered a 'STRIKE', a pitch must:

1. Bounce a *minimum* of three times before crossing home plate (\*note, a rolled pitch will be considered meeting the 3 bounce rule)
2. Cross through the strike zone without touching the strike zone cones (\*even if a pitched ball grazes a cone and still continues through the strike zone, it will be considered a ball)
3. In the judgment of the umpire, the bottom of the pitched ball must cross under the imaginary line drawn from the top of each cone.



“The Zone”

## **Kicking**

In order to put the ball into play, a player must kick the ball fair. In order for the ball to be considered ‘kicked’ the kicker must strike a pitched ball with a forward motion of one foot. A player’s foot **MUST** be moving in a forward motion when it strikes the ball to be considered a legal kick.

An offensive player’s non-kicking foot must not cross the line indicating the strike zone. If the kicker plants their foot across the line and in the field of play, the umpire will call dead ball and the kicker will be called out.

## **Fouls**

Each batter gets one foul ball once they get to two strikes. If a kicker with two strikes kicks two foul balls, upon the second foul ball, they will be called out by the umpire. A double-kick or ‘trap’ **in foul territory** will be considered a foul ball. A double-kick or ‘trap’ **in fair territory** will be considered an out.

## **Pitching**

The pitcher must have at least **ONE** foot on the pitching rubber at delivery and must keep one foot on the rubber until the ball is kicked. The pitchers plant foot must be between the two cones.

The pitcher may not take more than three steps prior to delivering the pitch.

A pitched ball must be delivered underhanded below the hip.

A pitched ball must bounce **AT LEAST** three times before crossing home plate, or will be considered a ball.

## **Catching**

A catcher’s box will be marked off by the umpire. The front line of the box will be parallel to the front of home plate and will be immediately behind the point of the plate and outside the kicking zone. The catcher can not leave this box until the ball is put in to play by the kicker.

## **Tagging a runner**

A defensive player may ‘tag’ an offensive player by touching them below the shoulders with the ball. If a defensive player properly tags an offensive player, the runner will be called out regardless of whether the defensive player holds onto the ball after the tag is applied or not.

## **Pegs**

A runner may be called out if a defensive player throws a ball and, in the judgment of the umpire, hits the runner below the neck before the runner arrives at a base.

If the thrown ball hits ABOVE the shoulders, it will be ruled a dead ball and the runner will advance to the next base.

If a thrown ball hits a runner above the shoulders and it was determined was thrown deliberately, that defensive player will face immediate ejection from the game and be suspended for the following two games.

*\*Any decision by Parks and Recreation staff that results in a player being ejected or suspended may be appealed to an advisory board consisting of one representative from each team.*

### **Base running**

Any runner caught leaving their base before the ball is put in to play will be ruled out.

Pinch running is allowed with re-entry ONE TIME. Being pinch run for a second time results in that player being done for the game.

### **The infield fly rule IS in effect.**

\*Any fair fly ball that could have been caught by an infielder with ordinary effort is covered by the rule regardless of where the ball is caught. The ball need not be caught by an infielder, nor must it be caught in the infield. Must be with less than 2 outs, while 1<sup>st</sup> and 2<sup>nd</sup> base OR 1<sup>st</sup>, 2<sup>nd</sup>, & 3<sup>rd</sup> base are occupied.

Obstruction/Interference calls are judgment calls by the umpire and are final.

**Protesting** – Protests must be made prior to completion of the game and the supervising official must be made aware in order to accept the protest.

### **Mercy Rule**

Mercy rule will be in effect if: One team is ahead by 15 runs after two innings or 10 runs after three or more innings.

### **Behavioral Policy**

All participants are expected to behave in a sportsmanlike manner. Any behavior deemed to be unsportsmanlike or inappropriate will result in a warning and/or immediate ejection from game/complex. If a participant is ejected from a game, he/she will face an additional two game suspension\*. If any single participant is ejected from more than one game during the season, that player will not be allowed to play for the remaining portion of the season.

Participant behavior can be deemed unacceptable by an umpire or any supervising member of FPR staff.

\*The additional two game suspension is subject to the discretion of FPR staff.

**All other city park ordinances must be followed by all participants.**

**All other official W.A.K.A. ([www.kickball.com](http://www.kickball.com)) rules will be in effect unless otherwise noted above.**

## **FAQ's**

### **What if a kicked ball hits a fence and a defensive player catches the ball before it hits the ground?**

The fence is considered part of the ground and therefore, the ball hitting the fence is the same as the ball bouncing off the ground. The kicker is NOT out because of the catch.

### **Can a runner lead off?**

No. Leadoffs are not allowed. Leaving your base before the kick results in the runner being called out.

### **What's with the orange and white base at First base?**



This is called a 'Safety Base'. If the kicker/runner has put the ball into play and is running towards first base, they must step on the orange base. The defensive player must put their foot on the white base. Studies have shown this cuts down on the number of collisions at first base tremendously.

- If the safety bag is not used and a collision causes the defensive player to drop the ball (in the judgment of the umpire) the runner will be called out.
- If the defensive player is standing on the safety bag and causes a collision or prevents the runner from touching the base, the runner will be ruled safe.
- The safety bag is considered first base in regard to advancing to second.

### **What if I try to peg a runner and the ball hits the ground, and then bounces up and hits the runner. Is she/he out?**

Yes. If the batter/runner is hit with the ball in fair territory, BY ANY MEANS, the player will be called out.